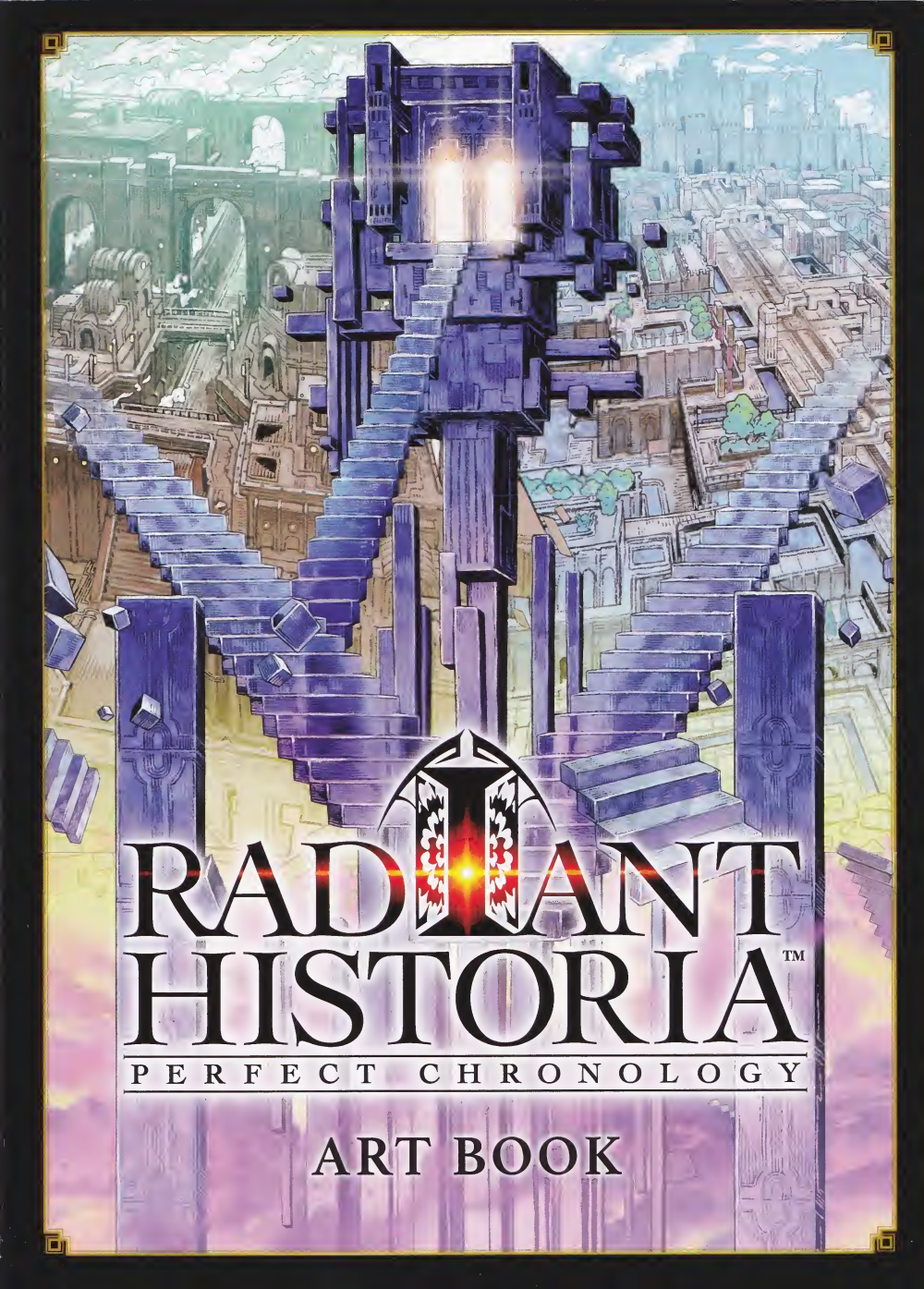




# RADIANT HISTORIA™

PERFECT CHRONOLOGY

ART BOOK

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SPOILER ALERT: This art book contains spoilers for  
*Radiant Historia: Perfect Chronology*



# STOCKE

*Swordsman clad in red who traverses time*

The protagonist. Though he remains stoic on the outside, within him lies a passionate flame that refuses to allow his friends to get hurt. A skilled spy and the crowning jewel of Alistel's Special Intelligence unit, he is entrusted with the most vital and dangerous missions. One day, he receives a magical tome called the White Chronicle—and with it, sets foot into the mysterious realm of Historia, where he gains the power to travel through time.



Smiling



Angry



Yelling



# RAYNIE

*Lightning-quick spear wielder*

An agent of Alistel's Special Intelligence unit, skilled with both spears and attack magic. With her frank personality and strong sense of justice, she can sometimes be impulsive and jump to conclusions a little too quickly, but this makes her a valuable ally who is never afraid to leap into action.



Smiling



Angry



Abashed





# MARCO

## Versatile tactical supporter and healer

Another agent of Alistel's Special Intelligence unit. He carries a sword, but truly shines in supporting his teammates with healing and other benefits. Caring, cautious, and level-headed, he provides the foil to Raynie's impulsivity. The two of them have worked well together ever since their days in a mercenary troop.



Laughing



Sad



Sinister



# ROSCH

## Warrior with a thaumatech arm

An officer of the Alistel army, and Stocke's best friend. He has earned the title of Alistel's strongest, sometimes referred to as their Young Lion. After once losing his arm in battle, he had it replaced with a Gauntlet—a thaumatech prosthetic that grants him great power in combat.



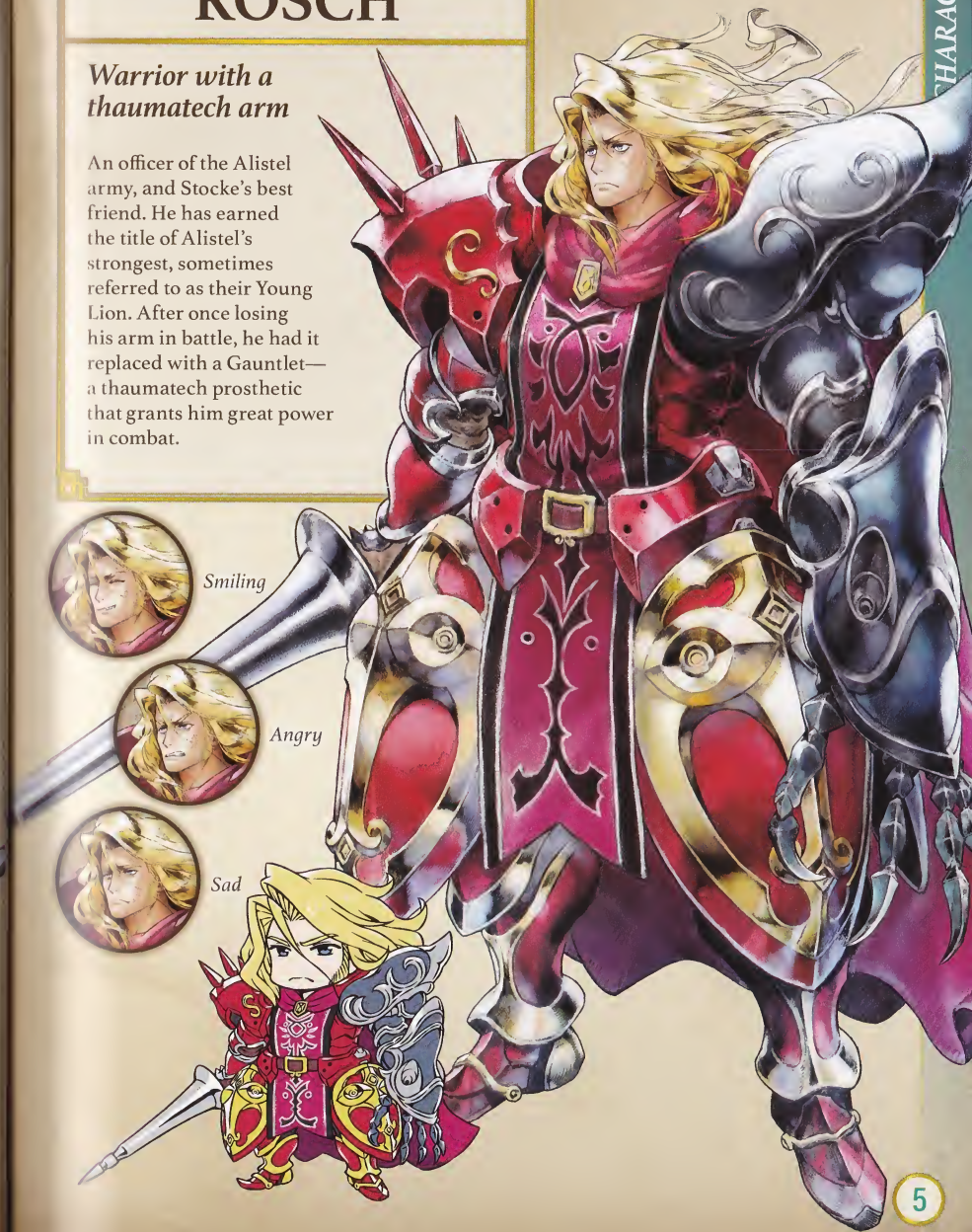
Smiling



Angry



Sad





# ERUCA

## Noble golden-haired princess

The princess of Granorg, with beautiful blonde hair. With a strong sense of royal duty to reform the country for her people, she often opts to fight on the front lines, despite being a royal.



Smiling



Sad



Flustered



# AHT

## Satyros shaman with mysterious powers

An innocent and naïve girl who travels around the continent as part of an entertainment troupe. Gifted with shamanic powers, she is a central figure among the Satyros, seen as a sacred priestess who watches over all souls.



Angry



Sad



Abashed





# GAFKA

## Proud Gutral warrior

A Gutral from Forgia. He was known as one of the village's strongest fighters, but after being banished, he moved to Celestia where he serves as a bodyguard. While most Gutrals have cut off all ties with humans, Gafka remains sympathetic.



Smiling



Angry



Sad



# NEMESIA

## Key to the truth

A historian who suddenly appears in front of Stocke, opening his eyes to Possible Histories—distinct worlds that do not seem to fit into either the Standard or Alternate History timelines. Her motives and background are a complete mystery, but she appears to be traveling in search of mystical items called Artifacts. What new possibilities will this mission unfold?



Angry



Abashed



Crying





# TEO

## Guide of the chasm in time

A mysterious guide residing in Historia.  
Lippti's younger brother.



Smiling



Angry



Sad



# LIPPTI

## Guide of the chasm in time

A mysterious guide residing in Historia.  
Teo's older sister.



Smiling



Angry



Sad





# NOAH

## *Founder of Alistel*

The charismatic leader of Alistel. Formerly a thaumatech engineer of Granorg, he left along with his people to the land now known as Alistel, to save them from famine.



*Smiling*



*Angry*



*Sad*

# HEISS

## *Calm and cunning viceroy*

The viceroy of Alistel's Special Intelligence unit, and Stocke, Raynie, and Marco's boss. So calm and collected, he could even be considered a calculated and cold individual. He keeps an especially watchful eye over Stocke, whom he trusts as the top agent of his Special Intelligence unit.



*Angry*



*Abashed*



*Crazed*





# HUGO

## Spokesman of the prophet Noah

The supreme commander of the Alistel army, with rank of General. As the spokesman for the prophet Noah, he engages in politics in Noah's stead. As he holds control of both the Alistel army and government, it can be said that he is the country's head of state.



Smiling



Sad



Omnipotent

# RAUL

## Alistel's slumbering lion

The second-in-command of Alistel's army: the Lieutenant General. Rosch's direct boss, and one who understands him well. He's not the type to go out on the battlefield and fight, but he excels at organization and politics.

With Alistel becoming a more militaristic nation, he worries where it may be headed — and is wary of Hugo's rapid rise to power.



Smiling



Angry



Sad



# VIOLA

## *Valkyrie of Alistel*

For her beauty and strength, she's called the "Valkyrie," and one of Alistel's best — looked up to by civilians and soldiers alike.

She has many achievements, but with charisma that is said to surpass even that of Hugo, she is always placed on the frontlines. Seemingly due to the long years of arduous duty, her physical condition has worsened as of late.



Angry



Abashed



Pained



# FENNEL

## *Mad scientist who has mastered thaumatech*

Alistel's Director General of the Science and Technology Agency. Under Hugo's wishes he does his research on thaumatech technology day and night in order to mass produce thaumachines and ready them for combat use.

He has the greatest mind in all of Alistel but an extreme dislike for other humans, and does not show interest in most other things outside of his research.





# SONJA

## *Military doctor with the knowledge of thaumatech*

A doctor in the Alistel army, she is a mutual friend of Stocke and Rosch. A mentally strong and kind woman.

Aside from medicine, she does research on the basis of life, Mana, and has extensive knowledge of thaumatech.



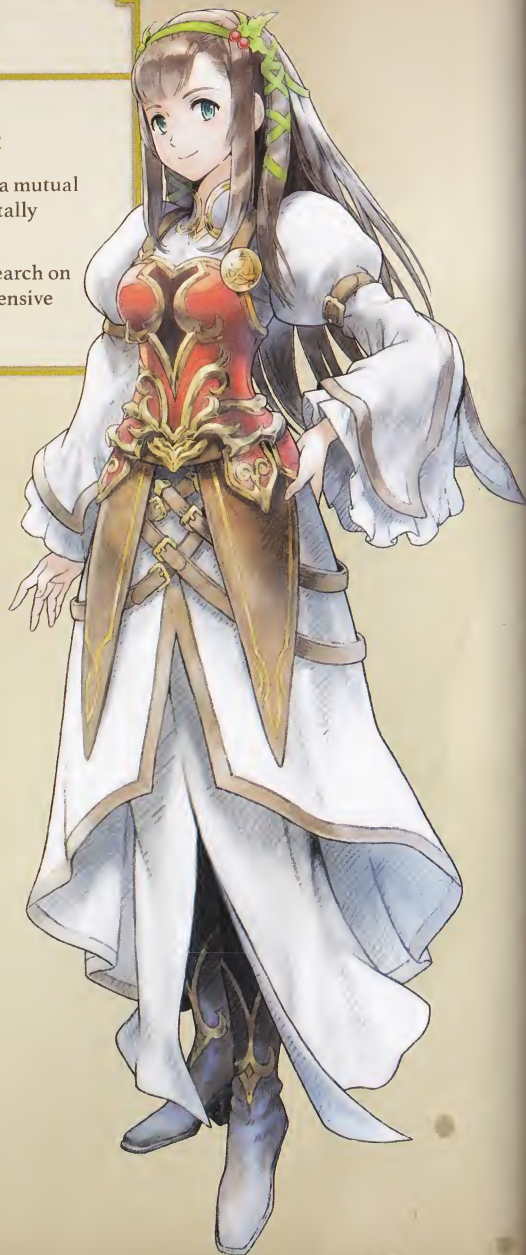
Smiling



Angry



Euphoric



# KIEL

## *New recruit who looks up to Stocke*

Petty officer of the Alistel army, rounding up the new recruits. Through his commanding officer, Rosch, he heard about Stocke and gained deep admiration for him.

He's great with a blade, but his specialty is sword dancing — more suited to rituals than combat.



Smiling



Angry



Sad





# PROTEA

## *Notorious empress of the west*

The head of state of Granorg, and Eruca's stepmother.

Addicted to the rank and power of being queen, she lives extravagantly. To the people of Granorg she shows an unmerciful tyranny, and in and out of the country she is notorious for being a tyrant.



Smiling



Angry



Fearful



# SELVAN

## *Top strategist of the Granorg army*

A great noble of Granorg, he holds the title of Count. He moves the parliament to his will, and in reality is Granorg's governor. Along with Dias, he serves as a close adviser to Queen Protea. As a strategist, he utilizes his ingenuity and supports Dias from the shadows.



Smiling



Angry



Sad





# DIAS

## Supreme commander of the Granorg army

A palace knight who is the supreme commander of the Granorg army. He holds the rank of High Colonel. He serves Queen Protea as her close adviser, but in actuality rules Granorg along with Selvan. Despite his calm and collected appearance, he is a man of action, and is prone to rushing into things — but with Selvan's intellectual support, he maintains a balance.



Smiling



Angry



Sad

# GARLAND

## Desert tiger who unifies Cygnus

The King of Cygnus. A man of strength, courage, and dignity, who holds duty and humanity above all. He is seen as a ruler of brute force, but actually listens to his people, striving to make the once-wild Cygnus a better place to live.



Smiling



Angry



Sad





## GALVA

### *Elder of the Gutrals*

The Patriarch of the Gutrals. One of few who knows the history of the continent. Having seen many of his kind perish after being tricked by the humans, he lost faith in them, and does not concern himself with the outside world.



## BERGAS

### *Warrior of the Gutrals*

The Chief who stands at the top of the Gutral warriors. Takes pride in the nickname "Iron Arm," and among the sturdy tribe has the most outstanding skill. He serves as a concerned mentor to Gafka, who battled a human in the name of the Gutrals and was subsequently exiled.





# VANOSS

## Leader of the traveling entertainers

An influential member of the Satyros. As leader of the troupe that includes Aht and Liese, he is acquainted with the patriarchs of the beastkind. His tone and manner are very gentlemanly. He roams around all nations as a traveling entertainer, but seems to have another purpose as well...



Smiling



Angry



Sad



# LIESE

## Aht's sister figure

A Satyro dancer, and older sister figure of Vanoss' entertainment troupe. Very friendly personality. Like Aht and Vanoss, she harbors fond feelings toward humans, despite their history with the beastkind. In fact, her feelings may be even stronger.



Angry



Sad



Abashed





# ELM

## Young Warrior Chief of the Satyros

The most skilled warrior in Celestia,  
the proud Warrior Chief who leads  
the Celestia Vigilante Corps.

She harbors a great hostility against  
humans. Her obstinate attitude seems  
to have its roots in a certain incident  
from her past...



Angry



Smiling



Abashed



Vision of Death











Stocke



Raynie



Aht



Marco



Eruca



Noah



Rosch



Gafka



Nemesia





*Alistel*



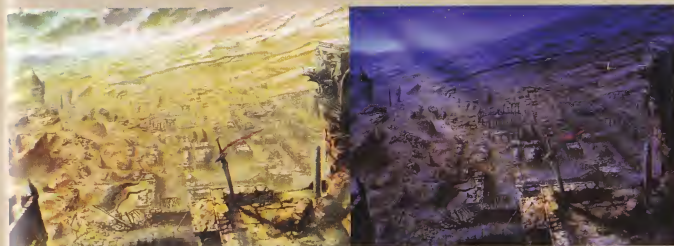
*Granorg*



*Imperial Ruins*



*Desertified  
World*



*Historia*





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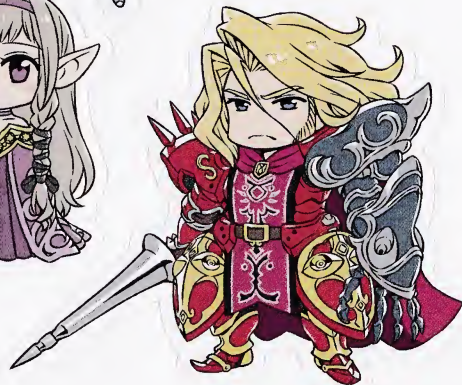
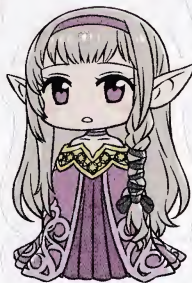
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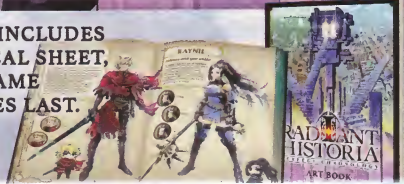
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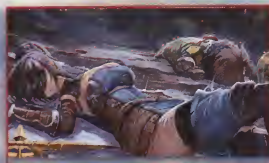




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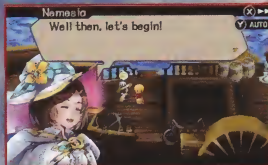


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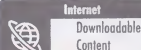
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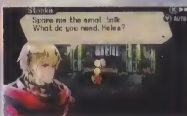


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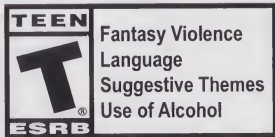


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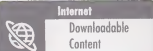
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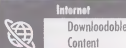
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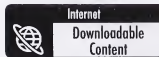




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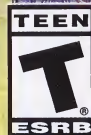
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Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

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**Altered vision**

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**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

Sit or stand as far from the screen as possible.

Play video games on the smallest available television screen.

Do not play if you are tired or need sleep.

4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - EYESTRAIN AND MOTION SICKNESS**

Playing video games can result in eyestrain after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also result in motion sickness in some players. Follow these instructions to help avoid eyestrain, dizziness, or nausea:

Avoid excessive play. It is recommended that parents monitor their children for appropriate play.

Take a 10 to 15 minute break every hour, or every half hour when using the 3D feature, even if you don't think you need it. Each person is different, so take more frequent and longer breaks if you feel discomfort.

If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.

If you continue to have any of the above symptoms, stop playing and see a doctor.

### **WARNING - REPETITIVE MOTION INJURIES**

Playing video games can make your muscles, joints, or skin hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome or skin irritation:

Avoid excessive play. Parents should monitor their children for appropriate play.

Take a 10 to 15 minute break every hour, even if you don't think you need it.

When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.

If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.

If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

### **IMPORTANT LEGAL INFORMATION**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. REV-E



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